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"THE KNIGHT'S ODYSSEY" GAME RULES

The Knight's moves for the Knight's Odyssey game challenge are exactly like the moves of a Knight on a chess board. The Knight can move up or down 2 spaces and then left or right 1 space or move left or right 2 spaces and then up or down 1 space. The combination of the 3 spaces is conducted in a single Knight's move.

THE GAME RULES ARE SIMPLE!

- 1.) The Knight **BEGINS** at a designated starting spot and must make its **LAST** move to a designated ending spot.
- 2.) Each of the Knight's moves is conducted in the same manner as a regular knight's move on a chess board. The Knight can move up or down 2 spaces and then right or left 1 space or move left or right 2 spaces and then up or down 1 space. The combination of the 3 spaces is conducted in a single Knight's move.
- 3.) The Knight **MUST** land on each square **EXACTLY** one time. If a Knight lands on a square that it has previously visited then the Knight's Odyssey game challenge will end. **GAME OVER!**
- 4.) The total game time for this Knight's Odyssey game challenge is 3 minutes and 12 seconds which is approximately 8 seconds per move.
- 5.) Each move that a Knight makes must be conducted within 8 seconds. If the time reaches 8 seconds and a move has not been made then the game challenge will end. **GAME OVER!**
- 6.) The Knight must collect all of the shields and must capture **ALL** of the Medusas on the 5x5 chess board. The Knight must utilize its shield to protect it from Medusa attacks.
- 7.) The Knight will have the opportunity to increase the power of its shield throughout the Knight's Odyssey game challenge by collecting shields along its path. Each shield collected increases the Knight's shield power by 1. Each Medusa attack that is blocked by the shield will reduce the Knight's shield power by 1.

8.) If a Knight has NO shield power to protect it from a Medusa's attack then a Medusa's attack will end the game challenge. GAME OVER!

9.) There may be "Magic" squares on the board that will provide clues for solving the game challenge. The numbers on the "Magic" square show the exact step that the Knight must land on that square. If Knight is too late or too early then the Knight will not be able to reach the end square successfully. GAME OVER!

10.) At the end of the Knight's journey, the Knight must have NO shield power on its last step in order to WIN and to have successfully completed the game challenge! If a Knight has any shield power left then the Knight will have failed in its journey to successfully solve the Knights Odyssey game challenge. GAME OVER!

"LET THE KNIGHT'S ODYSSEY BEGIN!"

PRESENTED BY: VODVOICE, LLC **"THE KNIGHT'S ODYSSEY" GAME RULES**